THE ROAD TO GETTYSBURG™

A COMPUTER SIMULATION GAME OF THE GETTYSBURG CAMPAIGN

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STRATEGIC SIMULATIONS INC

EXPERIENCE THE ACTUAL FEEL OF COMMAND AS YOU DIRECT THE GETTYSBURG CAMPAIGN.

The Battle of Gettysburg, like all great conflicts of history, has been the subject of intense scrutiny among historians and strategists alike. The alleged blunders and weaknesses or successes and strengths of Confederate General Robert E. Lee and Union General George Meade give rise to much "what-if" speculations. However, all this second-guessing has been left largely unresolved mostly because no simulation to date has been accurate, realistic, and practical enough to re-create the complex circumstances of that awesome Civil War epic.

Now, SSI — by combining its sophistication in computer programming with superior game design — presents a remarkable solution to that problem: THE ROAD TO GETTYSBURG.™

In this advanced-level strategy simulation, you replace either General Lee or Meade to take command of their respective forces, the Confederate Army of Northern Virginia or the Union Army of the Potomac. All the usual and necessary historical details of a wargame are included with care and attention. But what sets this game apart from all the rest are its many exclusive features, all made possible by innovative usage of the Apple® computer.

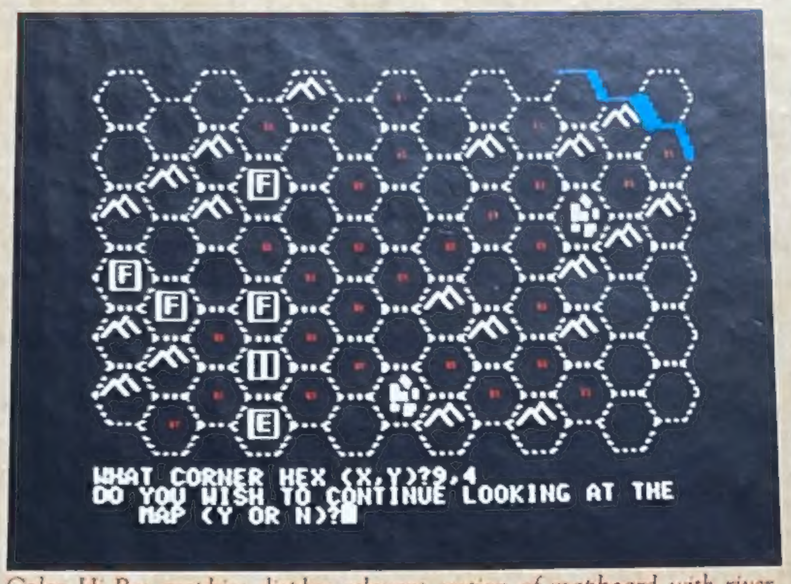
UNIQUE DISPATCH SYSTEM

Like your historical counterparts, your only means of communication with your army is the slow and often frustrating dispatch system. All commands to your troops are sent and information about them received via messenger, which accounts for delays in ordering corps far from your headquarters. Knowledge of troop positions and estimates of enemy strength are only as reliable as the reports from your reconnaissance patrols, whose accuracy may be suspect.

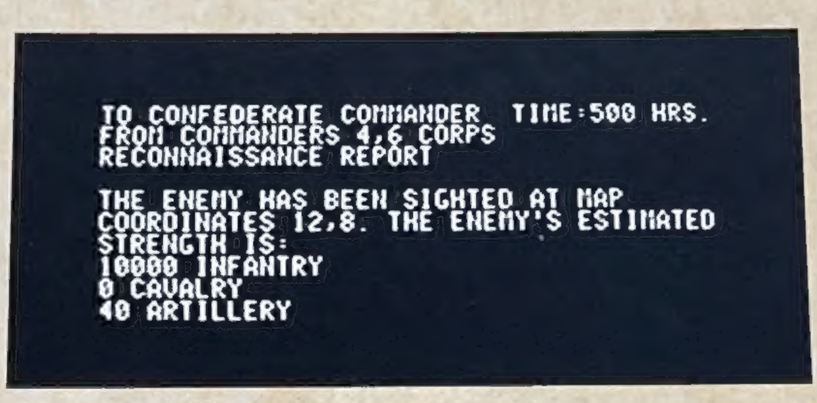
THE COMPUTER AS CORPS COMMANDERS

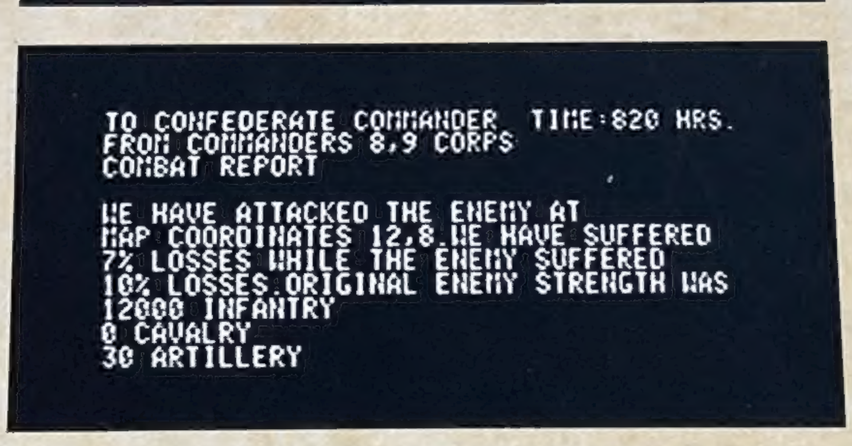
The computer plays the individual corps/division commanders who receive and implement your orders. Their leadership ratings, such as decisiveness and aggresiveness, have been preprogrammed based on historical data. It is this varying leadership that may follow your orders to the letter or with hesitation. There is also the chance of misinterpretation or even outright disobedience.

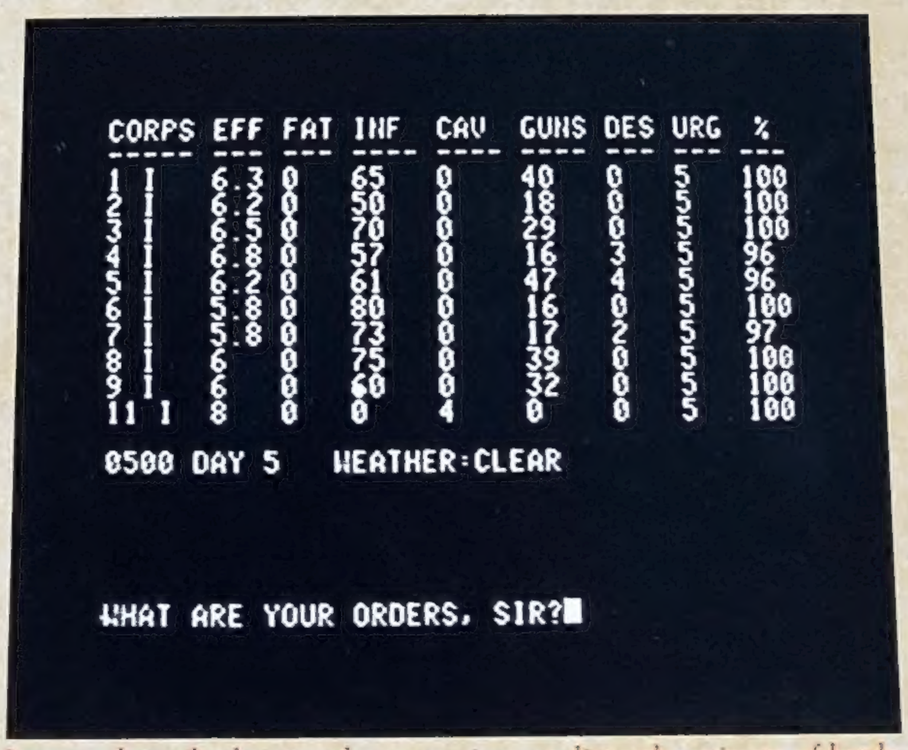
Only by moving yourself as close to a battle as possible can you take direct charge of the action.



Color Hi-Res graphics display relevant section of mapboard with river, roads, mountains, and towns. Unit locations are shown according to what your dispatches say, which may or may not be accurate.







Screens above display sample reconnaissance dispatch, estimate of battle outcome, and army status report.

INTRICATE RULES

Intricate rules reflect historical factors accurately. The effects of night, terrain, fatigue, corps morale and leadership must all be weighed carefully. You must know the limitations of your men so you don't push them into exhaustion — *and defeat.*

Straggling is also taken into account; Union troops are more likely to suffer straggling losses than Confederates.

BOARD-ASSISTED COMPUTER DISPLAY

Hi-Res graphics display an 18-by-21 hex-grid battlefield, of which a 6-by-13 portion can be seen on the screen at any one time. The enemy and your own troops are displayed according to the dispatches you have received; what you see may not be the true picture.

To help you keep track of the change of events through time and to give you a better overall picture, the game includes two full-color mapboards and ½" counters.

GETTYSBURG: THE CAMPAIGN AND THE BATTLE

THE ROAD TO GETTYSBURG starts on June 28, 1863 and ends on July 4, 1863 which re-creates the entire campaign. Depending on your strategies, Gettysburg may not be involved at all.

For those who want to dispense with long-range planning, a battle scenario that starts on July 1 and ends on July 3, 1863 is included so you can re-fight the Battle of Gettysburg.

This game even provides a solitaire scenario so you can play against a tough computer opponent anytime.

MADE FOR THE DEDICATED GAMER

This game that so fully captures the actual feel of command during the Civil War is dedicated to you, the avid strategist. You will truly appreciate all the fine touches we've put into this game to make it the most realistic, challenging and playable simulation of the Gettysburg Campaign ever made.

If you've ever felt you could have done a better job than either the legendery Lee or Meade, this is your chance to prove it!

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GAME CONTENTS: 5¼" Program Disc; Rule Book; 2 Mapboards; ½" Counters; 1 Data Card

THE ROAD TO GETTYSBURG™
A COMPUTER SIMULATION GAME OF THE GETTYSBURG CAMPAIGN
JUNE 28, 1863
TIME: 0500
WEATHER: CLEAR
SSI
SSI
THE ROAD TO GETTYSBURG
Hi-Res 18-by-21 mapboard plus hard-copy mapboard and unit counters.
Corps/division-level game with scenarios covering both the Gettysburg Campaign (June 28 to July 4, 1863) and Battle (July 1 to 3, 1863).
Two-player and computer-as-opponent (solitaire) versions.
Unique dispatch game system requiring orders to be sent from Headquarter unit to each corps.
Limited information received from each corps through receipt of dispatches.
Dispatch system accurately recreates delays in ordering corps located far from the army commander.
Computer acts as the individual corps commanders, interpreting orders given to the corps, while often acting on its own initiative.
Ability to save game in progress for resumption later.

THE ROAD TO GETTYSBURG

THE ROAD TO GETTYSBURG™ is designed by Paul Murray,
and NAPOLEON'S CAMPAIGNS: 1813 & 1815™

□ Advanced Level

THE ROAD TO GETTYSBURG™

A COMPUTER SIMULATION GAME OF THE GETTYSBURG CAMPAIGN

JUNE 28, 1863
TIME: 0600
WEATHER: CLEAR

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THE ROAD TO GETTYSBURG™

THE ROAD TO GETTYSBURG™ is designed
who also designed SSI's THE WARP FACTOR™ and
☐ Playing Time: 3 to 4 Hours

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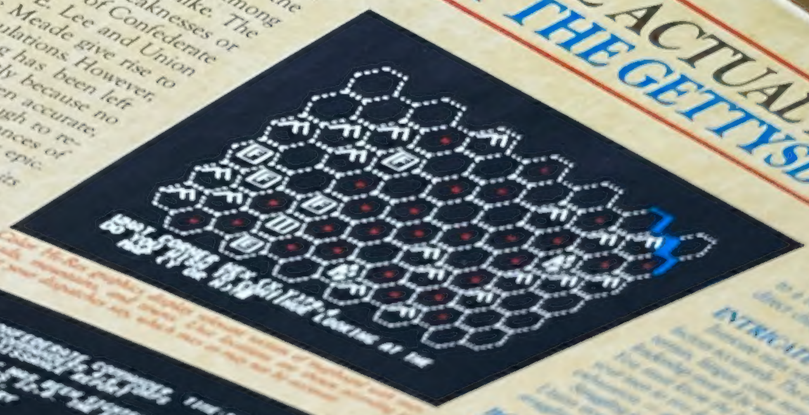

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WHAT ARE YOUR ORDERS, SIR?
WEATHER: CLEAR
GAME CONTENTS: 3½" Program Disc; Rule Book; 2 Mapboards; ½" Counters; 1 Data Card
Hi-Res 18-by-21 mapboard plus hard-copy mapboard and unit counters
Corps/division-level game with scenarios covering both the Gettysburg
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Cover Design: LOUIS HSU SAEKOW

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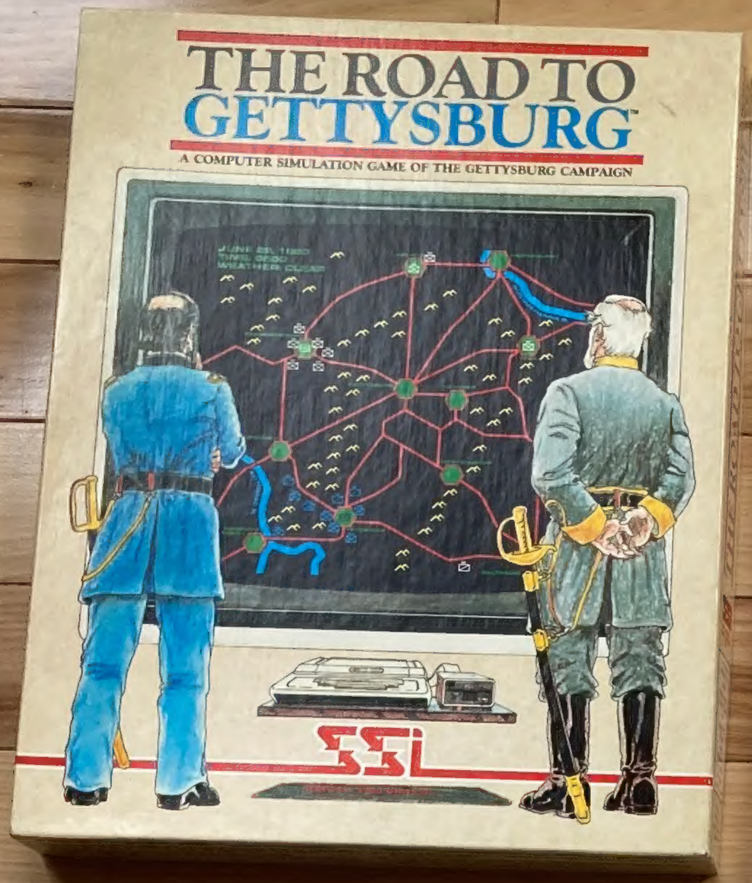
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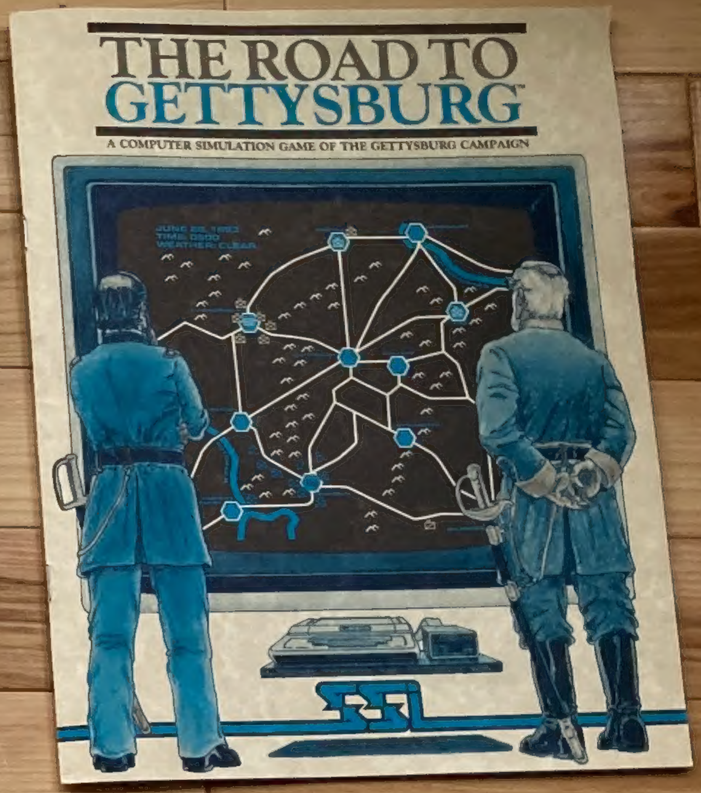
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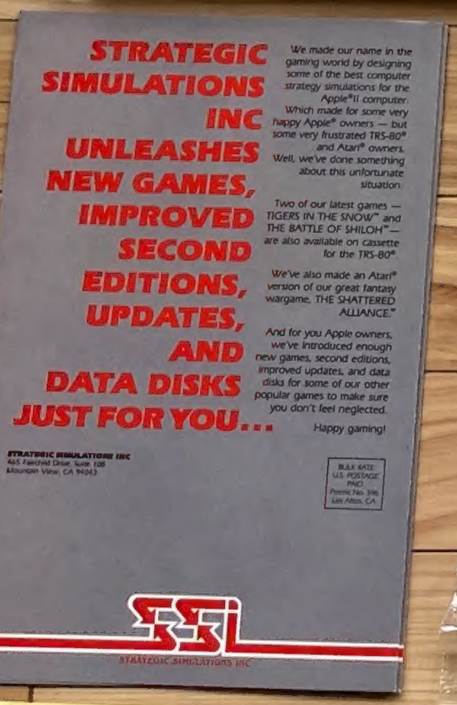
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Which made for some very happy Apple® owners — but some very frustrated TRS-80® and Atari® owners.
Well, we've done something about this unfortunate situation.
Two of our latest games — TIGERS IN THE SNOW™ and THE BATTLE OF SHILOH™ — are also available on cassette for the TRS-80®.
We've also made an Atari® version of our great fantasy wargame, THE SHATTERED ALLIANCE.™
And for you Apple owners, we've introduced enough new games, second editions, improved updates, and data disks for some of our other popular games to make sure you don't feel neglected.
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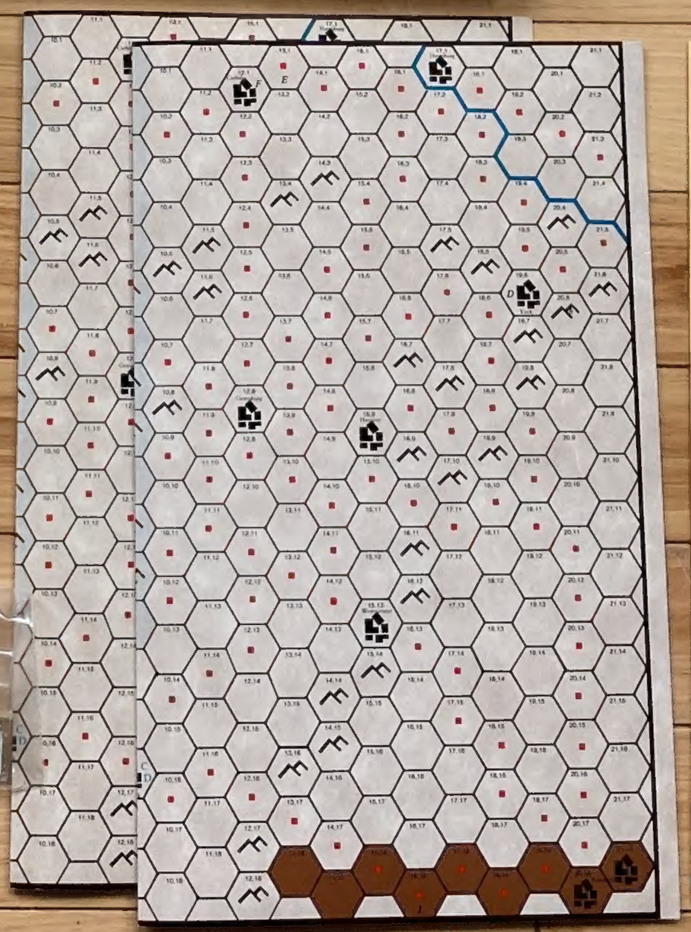

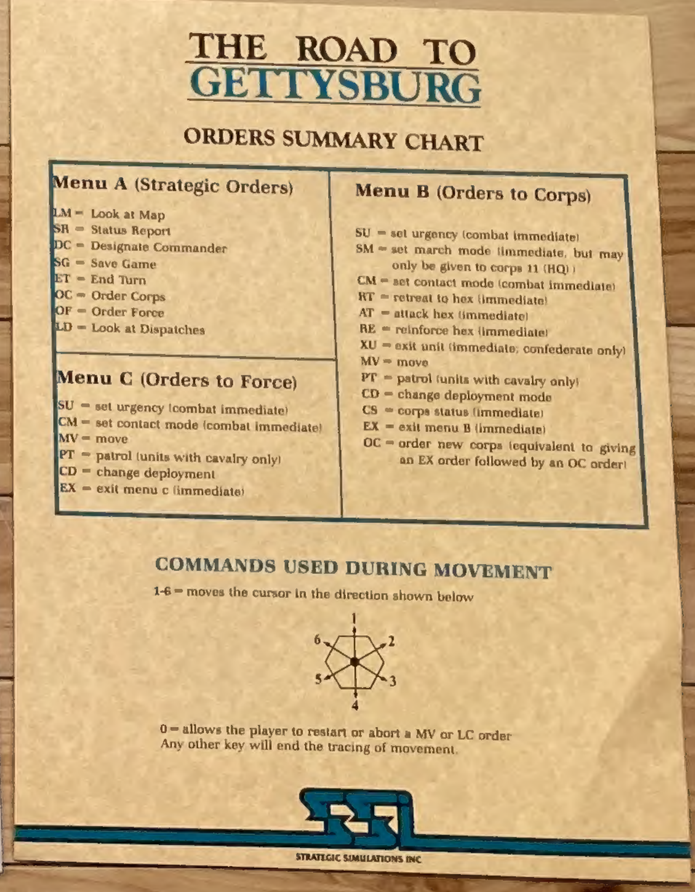
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LM = Look at Map
SR = Status Report
DC = Designate Commander
SG = Save Game
ET = End Turn
OC = Order Corps
OF = Order Force
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RT = retreat to hex (immediate)
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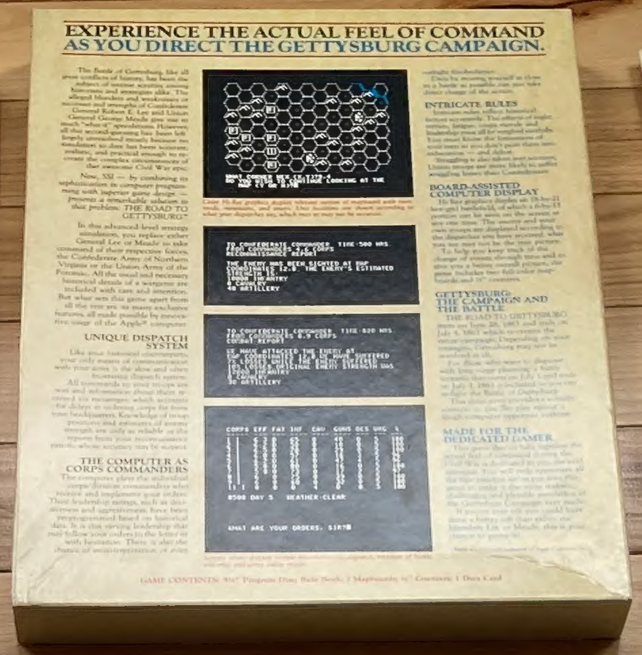
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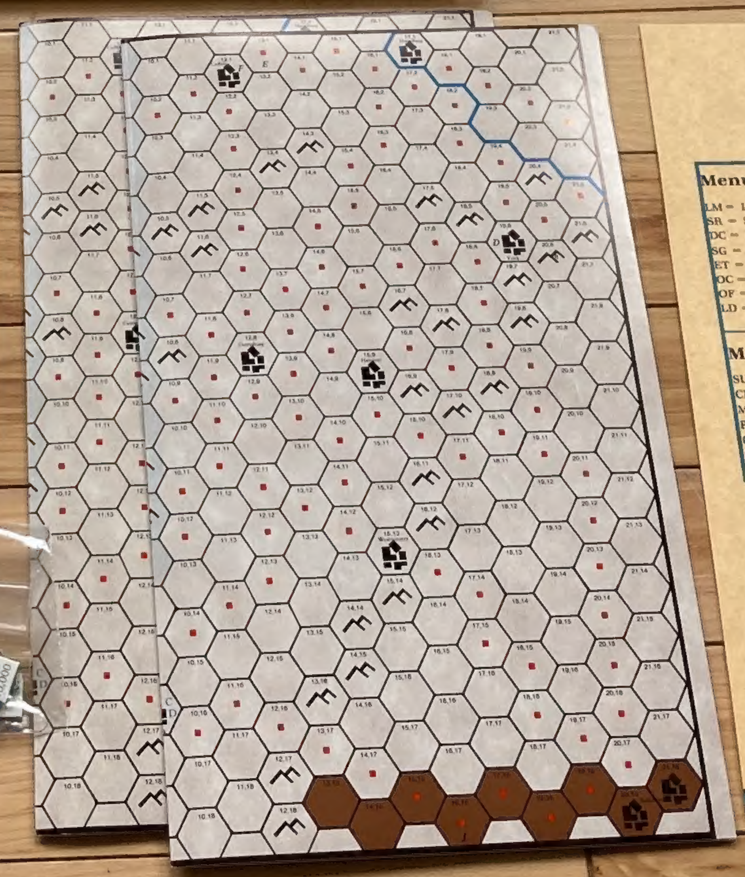

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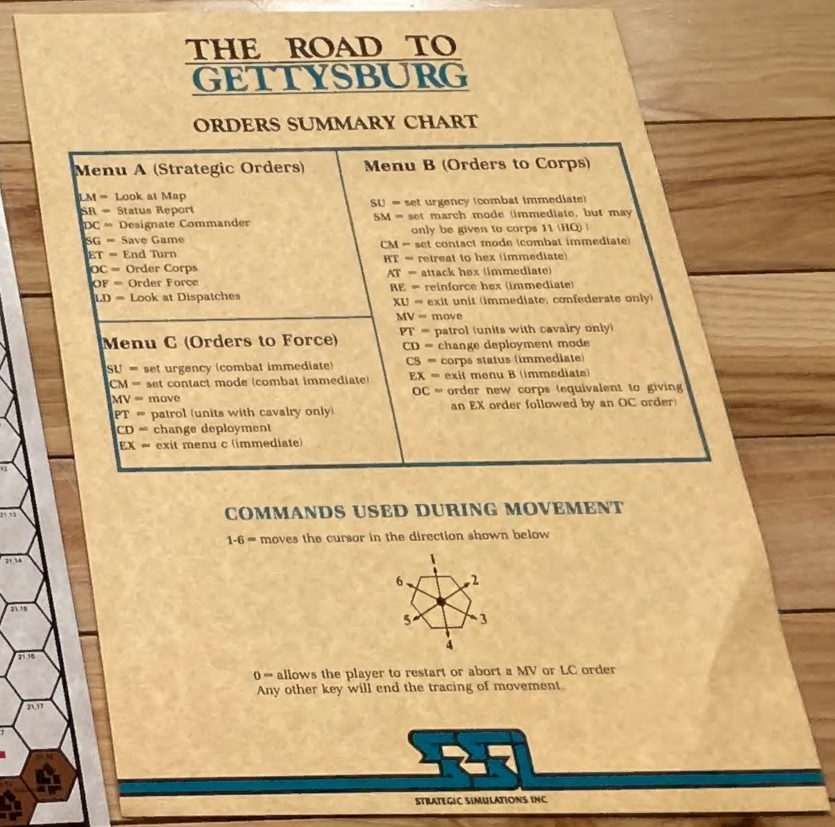
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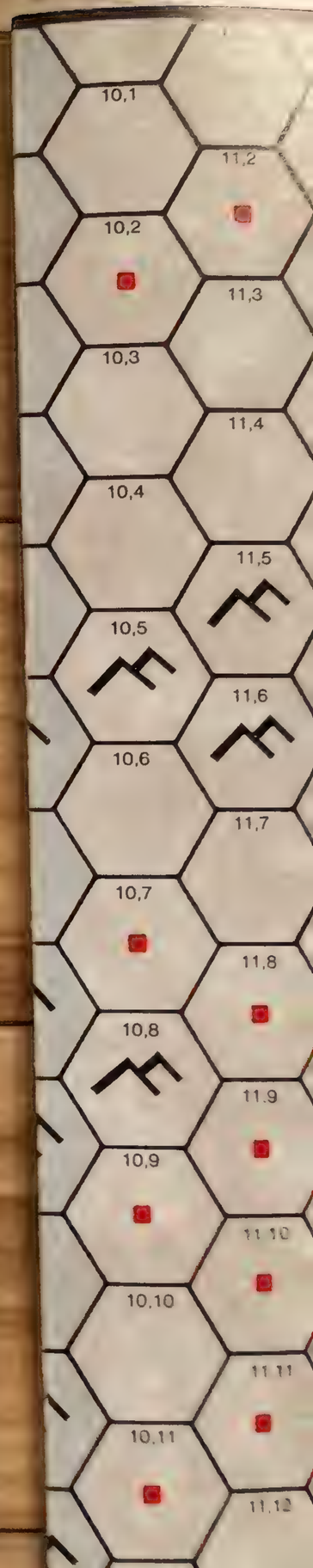

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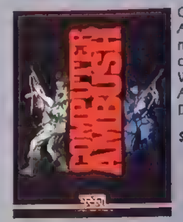

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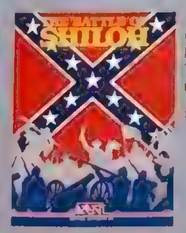

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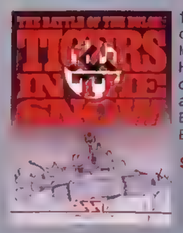

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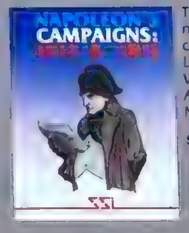

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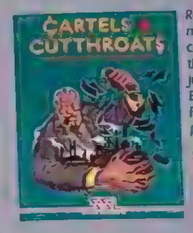

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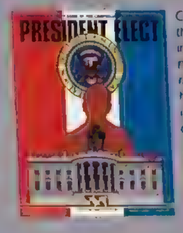

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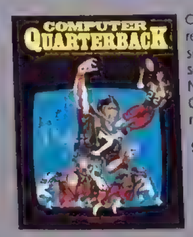

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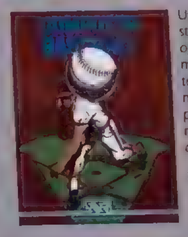

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...FOR THE TRS-80...

(on cassette for 16K TRS-80® Level II, Models I & III)

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This is the historically faithful recreation of the great Civil War conflict of April 6-7, 1862 — the Battle of Shiloh.

Every brigade of both Union and Secession armies present during the actual battle (including the Union gunboats moored off Pittsburg Landing) is accurately rated for movement, combat strengths, morale, and leadership. The battlefield map is presented in hex-grid form with terrain that consists of hills, fields, forests, rivers, bridges, and creeks. Artillery is provided, a step-reduction system is used to calculate combat results.

Innovations include the ability to fine-tune combat strengths for each side, which allows for balanced play between players of different abilities. You can also select four degrees of risk and four levels of an attack/defense's ferocity. All of which gives each side sixteen different possible strategies!

The computer can play either or both sides during solitaire.

$24.95

On December 16, 1944, Hitler launched a desperate surprise offensive against the thin Allied lines in the snow-covered Adennes forest of Belgium and Luxemborg. He failed.

What a mad genius could not do, you may yet accomplish — in this historical simulation of the Battle of the Bulge.

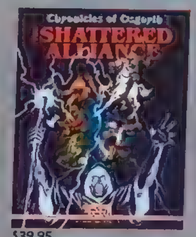
As the German commander, you must take your infantry and armor (such as the dreaded "Tiger" tanks) and storm through the Allied forces to reach the other side of the Meuse River. You must carefully regulate the expenditure of your precious fuel and supply.

As the Allied leader, you have to hold out against the blitzing Germans until reinforcements arrive. Using different attack/defense strategies, you must keep the enemy from taking towns and reaching the Meuse. Your air cover can help — if the weather is clear.

The game uses a step-reduction combat system. In solitaire, the computer can play either or both sides.

...FOR THE ATARI®...

(on disc for 48K ATARI® computer)



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THE SHATTERED ALLIANCE™ centers on the rich fantasy planet of Osgorth and its ethereal trappings. With 14 armies of dwarves, unicorns, amazons, centaurs, and humans (just to name a few) preassembled for you, you can conjure up 7 battle scenarios —even a battle of Osgorthian forces against Ancient armies such as Caesar's Legionnaires!

Color Hi-res graphics paints a beautiful, enchanted battlefield of knolls, mountains, forests, and open plains. There are five classes of infantry and three of cavalry. Your fantasy soldiers have been rated for armor, speed, strength, and morale. Their weapons can range from swords, javelins, and bows to rocks, clubs, and axes. And of course, there is magic to enhance a unit's speed, defense, attacking power, or courage.

Our proprietary **RapidFire** movement system makes this game fun, fast, and easy-to-play to let your imagination soar!

...FOR THE APPLE...

(on disc for 48K Apple II with Applesoft ROM card or Apple II Plus)

$39.95

Outstanding color Hi-Res graphics reproduces the setting for this battalion-level game which recounts the Israeli counterattack to cross the Suez Canal during the October War of 1973 against Egypt.

The huge hex-grid map of the Sinai can be viewed on one screen or on twelve tactical screens with scrolling. More than ten unit types, including Egyptian SAM missile sites, are displayed. For historical realism, Egyptian and Israeli forces differ in efficiency levels and strength points. A unique "delayed move" feature allows for ambushes with infantry and artillery. The Israelis can send air strikes while Egypt can call in its air force to negate this threat.

The Israeli goal is to bridge and cross the Suez and establish a bridgehead. Egypt can effectively prevent this by destroying the massive, tank-carried Israeli bridging system.

In solitaire, the computer commands Egyptian forces.

$59.95

This is a hardcore strategist's dream-come-true, a dedicated gamer can truly appreciate the amazing detail and design efforts we've put into this Napoleonic simulation.

Leipzig and Waterloo are the two battles featured. Like Napoleon, Schwarzenberg or Wellington, all your commands are sent to your troops and information about them received via dispatch. Knowledge of troop positions and estimates of enemy strength are only as good as your reconnaissance patrols.

The computer plays the individual corps commanders, whose leadership ratings have been preprogrammed based on historical data. It is this varying leadership that will follow your orders to the letter, with hesitation, misinterpretation, or outright disobedience. Only by moving your headquarter unit (i.e.,yourself) as close to a battle as possible can you take direct charge of the course of events.

Night, rain, and varying terrain (displayed in Hi-Res graphics) all affect troop movement. Intricate rules that deal with the effects of fatigue, corps morale, and leadership provide a mere glimpse of the game's striking realism and historical authenticity. You'll find this a thrilling, accurate reflection of the uncertainty, frustration and challenge of warfare during the Napoleonic era. A solitaire scenario is included for both battles.

$39.95

Similar to TRS-80 version, but in color Hi-Res graphics

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Similar to TRS-80 version, but in color Hi-Res graphics

Updates & New Editions

These games now use our proprietary RDOS, allowing faster chaining and faster play.

COMPUTER QUARTERBACK™: The Second Edition. This real time strategy football simulation that gives you up to 36 offenses and 24 defenses has just been upgraded from good to great. Now, whether you play a two player game or against the computer you can draft a team to your very own specifications. And with our NFL Teams Data Disk (available separately) you can use actual pro teams!

Sound effects such as whistles and sirens (after a touchdown) have been added to give the game a real flair. Sharper graphics provide a cleaner and clearer look. An improved base model of NFL football makes this game unequalled in realism and excitement.

In fact, a more realistic simulation would probably require shoulder pads.

Game paddles required. $39.95. 15,000 yen.

COMPUTER AMBUSH.™ The first COMPUTER AMBUSH put you in a small French village during World War II with ten German soldiers in man-to-man combat against ten Americans GI's.

Each soldier came rated for combat skills such as footspeed, strength, intelligence, and marksmanship. They were armed with grenades, rifles, automatic weapons, plastic explosives, bayonets, and even garottes. The fighting was so real, the stress of actual battle command so intense, you could practically feel your palms sweat. Which was why we subtitled it "the Sweat and Death of War."

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Before you start this game, we certainly hope you're prepared for the most vicious fighting of your life! $59.95. 17,000 yen.

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OPERATION APOCALYPSE.™ The faster chaining in this update speeds up this game by 20 to 30 minutes. $15.00 (send to SSI with your old disk).

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   9 8 7 6 5 4 3 2 1 Realism
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4. Was this game fun to play?
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Carlisle
York
Gettysburg
Hanover
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The Road To Gettysburg

Terrain Key

- Town (Forage 5)
- Road (Forage 3)
- Mountain (Impassable)
- Clear (Forage 2)
- River (Confederates may not cross)
- Possible Corner Hexes
- Confederate Starting Hex June 28
- Union Starting Hex June 28
- Possible Washington D.C. Exit Hexes

N W E S

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- Possible Washington D.C. Exit Hexes

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THE ROAD TO GETTYSBURG

ORDERS SUMMARY CHART

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COMMANDS USED DURING MOVEMENT

1-6 = moves the cursor in the direction shown below

0 = allows the player to restart or abort a MV or LC order
Any other key will end the tracing of movement.

STRATEGIC SIMULATIONS INC

THE ROAD TO GETTYSBURG

SCENARIO DATA CARD

I. CAMPAIGN GAME, JUNE 28 — JULY 4, 1863

In this scenario the Confederate army is trying to live off the land while avoiding combat unless an opportunity for a major victory presents itself.

A. Game Time

The game begins on June 28 (day 1) with the 0500 turn and ends after the fatigue phase of the 2100 turn on July 4 (day 7). Rain is expected by July 4, but it may occur a day or two earlier or it may never occur.

B. Special Rules

1) In solitaire mode the computer will control the Union forces.

2) Confederate units in rest mode (or Confederate units which expend no movement points during the turn) which are not in an enemy occupied hex are considered to be foraging. Each hex may only support a limited amount of foraging before being depleted. Town hexes may be foraged five times (one unit for five turns, five units for one turn, two units for two turns plus one unit for one turn, etc.), road hexes three times, and clear hexes twice. However, as each hex is foraged, the victory points scored for that hex decreases. The first time a town hex is foraged the Confederate player will be awarded five victory points, the second time four points, etc., until one point is received on the fifth forage in the same town hex. The first time a road hex is foraged the Confederate player will be awarded three victory points, the second time two points and the third time one point. The first time a clear hex is foraged the Confederate player will be awarded two victory points, the second time one point. No foraging will occur in a hex that has been depleted (i.e. foraged the maximum number of times allowed by the terrain of the hex).

3) We suggest that the Confederate player place a blank counter in any hex foraged (one blank counter per forage). In this manner the Confederate player will know at a glance the extent of the foraging which has taken place in each hex.

C. Victory Conditions

The Confederate player receives victory points for the following:

Points Received	Action Performed
+300	Union 11th corps eliminated
+150	Each Union corps eliminated
+50	Each Union corps demoralized at the end of the game
+10	Each 10% of a Union corps destroyed at the end of the game (not including eliminated Union corps)
+1 to +5	Points awarded for foraging as explained in section B above
+1	Each Confederate strength point over 300 exited toward Washington (i.e. 450 exited strength points would yield 150 Confederate victory points)
−10	Each 10% of a Confederate corps destroyed at the end of the game (not including eliminated Confederate corps)
−50	Each Confederate corps demoralized at the end of the game
−150	Each Confederate corps eliminated
−300	Confederate 11th corps eliminated

Victory is determinined by comparing the total Confederate victory points at the end of the game with the following schedule:

500 + Confederate Decisive Victory
250 to 499 Confederate Substantive Victory
125 to 249 Confederate Marginal Victory
75 to 124 Draw
−50 to −74 Union Marginal Victory
−300 to −51 Union Substantive Victory
−301 or less Union Decisive Victory

II. THE BATTLE OF GETTYSBURG, JULY 1 — JULY 3, 1863

With the accidental meeting of Heth's and Buford's divisions outside Gettysburg, battle is forced upon the Confederate army. Lee must strike quickly and win the battle on the first day, or face a united Union army larger than his own.

A. Game Time

This game begins on July 1 (day 4) with the 900 turn and ends after the fatigue phase of the 2100 turn on July 3 (day 6). There is a slight chance of rain towards the end of the game.

B. Special Rules

1) In solitaire mode the computer will control the Union forces.

2) Heth's division and Buford's division begin the game with 2 fatigue points.

3) The game begins with enemy lines drawn in Gettyburg based on the following:
Buford entered Gettysburg from hex 12,9 and was the first unit in the square. Doubleday entered Gettysburg from hex 12,9. Heth and Pender entered Gettysburg from 11,8.
Thus Union lines are in directions 2,3,4, Confederate lines are in directions 1,5,6, and the Union army is considered to have the 'original entering units' in hex 12,8.

C. Victory Conditions

The Confederate player receives victory points for the following:

Points Received	Action Performed
+300	Union 11th corps eliminated
+150	Each Union corps eliminated
+100	Confederate units are considered to be the 'original entering units' in hex 12,8 (Gettysburg) as of the end of the game (this can happen if at any time there are Confederate units in Gettysburg and no Union units in Gettysburg, see section 6.2.1.1 for details on 'original entering unit')
+50	Each Union corps demoralized at the end of the game
+1	Each 1%) of a Union corps destroyed at the end of the game (not including eliminated Union corps)
+1 to +5	Points awarded for foraging as explained in section B above
+1	Each Confederate strength point over 300 exited toward Washington (i.e. 450 exited strength points would yield 150 Confederate victory points)
−1	Each 1% of a Confederate corps destroyed at the end of the game (not including eliminated Confederate corps)
−50	Each Confederate corps demoralized at the end of the game
−100	Union units are considered to be the 'original entering units' in hex 12,8 (Gettysburg) as of the end of the game
−150	Each Confederate corps eliminated
−300	Confederate 11th corps eliminated

Victory is determinined by comparing the total Confederate victory points at the end of the game with the following schedule:

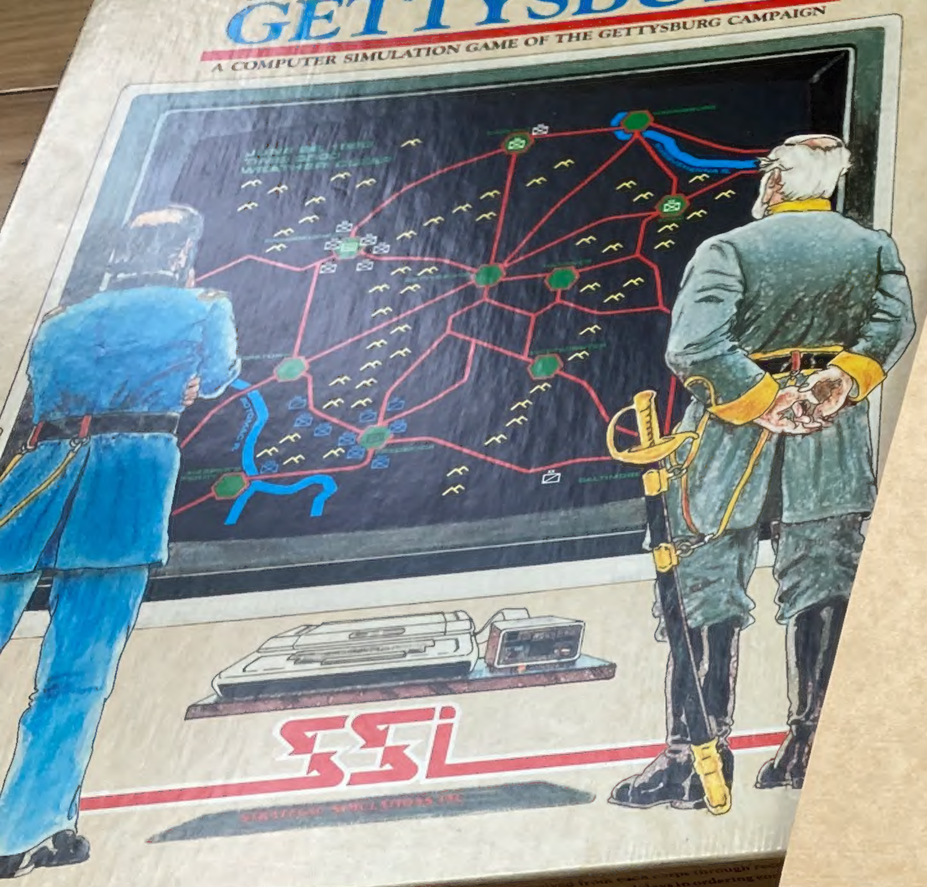
375 + Confederate Decisive Victory
125 to 374 Confederate Substantive Victory
0 to 124 Confederate Marginal Victory
−50 to −1 Draw
−175 to −51 Union Marginal Victory
−425 to −176 Union Substantive Victory
−426or less Union Decisive Victory

SPECIAL NOTE:

For the purposes of determining fatigue, forage and straggling, the computer will check the march mode of the unit as of the end of the execution phase. *Example: A Confederate unit is in hex 5,8 with force orders to force march to hex 5,9 with contact mode initiative while a Union unit stands in hex 5,10. During the execution phase the Confederate unit enters 5,9, enters normal march and deploys, then enters rest mode due to the initiative order (units with initiative contact mode will always initially assume stand combat mode, changing the combat mode only after the next reconnaissance phase). Since the unit is in rest mode at the end of the execution phase it would recover one fatique point, regain 100 stragglers, and forage hex 5,9.*

THE ROAD TO GETTYSBURG

A COMPUTER SIMULATION GAME OF THE GETTYSBURG CAMPAIGN



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TRICATE RULES

THE ROAD TO GETTYSBURG

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Menu A (Strategic Orders)

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OF = Order Force
LD = Look at Dispatches

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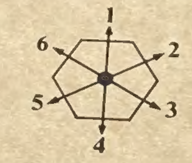

0 = allows the player to restart or abort a MV or LC order
Any other key will end the tracing of movement.

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THE ROAD TO GETTYSBURG™

A COMPUTER SIMULATION GAME OF THE GETTYSBURG CAMPAIGN

force would lose 1,800 (30,000 × .06) men. In this case, the winner actually lost only 3.6% or 3% of his force involved and that is what the battle report would read.

9.6.3 Once the number of losses are determined, these losses are distributed throughout the involved corps.

9.7 If the combat odds are either 1:15 or 15:1 then the weaker force is destroyed (surrendered).

9.8 If a corps' strength falls below 15% of its original strength due to combat, it is destroyed.

9.9 When the Union 11th corps is eliminated it will reappear immediately at hex 20,18. When the Confederate 11th corps is eliminated it will reappear immediately at hex 1,7. Eliminated headquarter units will be assigned a random leadership value.

9.10 Corps leaders may be lost due to combat. If a leader is killed, he is replaced by another leader with a semi-randomly assigned leadership and aggressiveness ratings. Lee and Meade may never be killed, unless their HQ corps is eliminated. A corps gains ½ of a fatigue point when its leader is killed.

9.11 Each side in combat may suffer additional fatigue from their adjusted urgency as shown below:

Adjusted Urgency	1	2	3	4	5	6	7	8	9
Fatigue Gained	1	¾	½	¼	0	¼	½	¾	1

Thus commanders are advised to use urgency 5 unless they are willing to suffer the additional fatigue.

10.0 DISPATCHES

Dispatches take two forms: the report and the order. During his Player Phase, a player will receive reports that were sent during previous Reconnaissance and/or Execution Phases. During the Order Receipt Phase, the corps will receive orders which were issued during previous Player Phases.

10.1 Battle reports are sent during any Execution Phase in which a battle occurs. Battle reports arrive during the friendly Player Phase of the following turn, adding one turn for each six hexes distance between the primary headquarters and the battle.

10.2 Reconnaissance reports and location reports are sent during each Reconnaissance Phase. They arrive during the friendly Player Phase of the same turn, adding one turn for each six hexes distance between the primary headquarters and the reporting corps.

10.3 Activity reports are not dispatches but are intelligence estimates of current troop concentrations (derived from such things as sun glinting on metal, fires, shots, spies, etc.) For each occupied hex on the map there is a 16% chance that an activity report will be issued on it each turn. There is also the possibility of false reports.

10.4 Orders are sent each turn during the friendly Player Phase and arrive during the Order Receipt Phase of the same turn, adding one turn for each six hex distance between the primary headquarters and the receiving corps at the time the orders are sent.

11.0 CORPS MORALE AND FATIGUE

Corps morale represents the corps' fatigue and willingness to fight. When corps morale reaches zero, the corps is demoralized. Demoralized corps suffer higher casualties in combat. A demoralized corps is automatically given a contact mode of Withdraw, an urgency of 1, and it loses all its previous non-immediate and combat immediate orders. Demoralized corps may not be sent new contact mode or urgency orders (if they are sent they are purged from the orders and are not read by the corps). The clearing of orders and the setting of contact mode Withdraw for demoralized corps occurs only just after a combat or during the fatigue phase. *Note: An army commander may not stop a demoralized corps from withdrawing. The morale of a corps is equal to CORPS EFFECTIVENESS + FATIGUE LEVEL.*

11.1 Fatigue is increased due to combat. For every 5% casualties suffered, the corps gains one fatigue point. Partial fatigue may be gained from lower casualties. *Example: 8% losses + 1.5 fatigue points gained.*

11.2 Corps in force march mode gain one fatigue point per turn.

11.3 All corps in rest mode or corps that have not expended any movement points lose 1 fatigue point.

11.4 The gain of fatigue is tripled at night. Units normal marching at night gain one fatigue point.

11.5 Each unit gains ½ of a fatigue point when moving to or from a non-road hex.

11.6 Each unit gains 1 fatigue point when crossing an unbridged river hexside. This is in addition to the fatigue gained through the provisions of Section 11.5.

11.7 Non HQ corps with 15 or more fatigue points are destroyed.

12.0 ORDER TYPES

There are three types of orders that may be given . . . immediate orders, combat immediate orders, and non-immediate orders. Immediate orders are orders which are executed during the orders phase such as rt (retreat), or any order from Menu A. Non-immediate orders are those which are entered into the dispatch, and, when they arive, they will eliminate any orders the receiving corps has been working on or had not yet started to execute. Non-immediate orders will also eliminate any movement points spent toward executing an action. Combat immediate orders are orders which are sent by dispatch. If the unit receiving the orders is in a ZOC at the time of receipt, then the orders are treated as immediate orders. If the corps is not in a ZOC, then the combat immediate orders are treated as non-immediate orders. It is important that the player understand that issuing orders each turn is much less efficient (and probably futile) than sending one dispatch with series of orders that will take many turns to execute. Also, note that reissuing orders to a corps during the same orders phase after having returned to Menu A will cause the loss of the orders already issued to that corps during that orders phase.

Note: Since combat immediate orders being received are executed at once if the corps is in a ZOC at the time of receipt, the corps will execute even those combat immediate orders which are at the end of the dispatch. This can cause a corps to assume stand mode when you only wanted it to stand after it had finished executing its movement orders.

13.0 THE ORDERS

A player may give orders which 1) do not go to the player's corps (but which give information or decisions affecting the strategic situation), 2) orders to the corps or 3) orders to a group of corps or 'force'.

13.1 Menu A: Strategic Orders

Orders from Menu A are given in response to the question "What are your orders, sir?". The following is a list of possible answers to that question.

13.1.1 LM: Look at Map

1. The player is first asked "Hexon?" An answer of "Y" will cause the hex grid to appear with the map. Any other key will eliminate the hex grid.

2. The player is then asked "What corner hex (X, Y)?" The response should be the x, y coordinates of the desired upper left hand corner hex inputed as two numbers separated by a comma. The x coordinate must be an integer number between 1 and 9; the y coordinate an integer between 1 and 13.

3. The map is now displayed. The following is a key to the map:

TERRAIN KEY

4. The computer now asks "Do you wish to continue looking at the map (Y or N)?". If the answer is yes, the computer repeats the routine from Step 2. If the answer is no, the computer returns to Menu A.

13.1.2 SR: Status Report

The computer will display the current status of all units in one turn dispatch distance (demoralized corps will be shown in inverse). The display might look like this:

CORPS	EFF	FAT	INF	CAV	GUNS	STR	URG	%
1W	3.8	3	103	0	25	3	7	50
6A	5.2	0	125	0	102	11	5	100
11S	8.0	0	0	4	0	0	1	100

Under Corps is the Corps number and current contact mode; EFF is the Average Effectiveness Rating of the Corps and FAT is the amount of Fatigue suffered (the FAT is a truncated value). The Corps Morale is equal to the Average Effectiveness Rating + 2 − Fatigue suffered. In the above example, the 6th Corps would have a morale of 7.2 and the 1st Corps a morale of 2.8 (see Corps Morale). INF and CAV are the current number of infantry and cavalry, measured in hundreds of men. GUNS is the number of eight pounder equivalent cannons the corps has. *For example, four six-pounders would be rated as a* 3. STR is the number of current stragglers, measured in hundreds of men. URG is the current urgency rating of the corps and CON is the current contact mode. % is the percentage of the corp's original strength remaining.

13.1.3 DC: Designate Commander

This will redesignate the secondary army commander. The computer will ask "What Corps Commander?". This corps commander will instantly become the secondary army commander, while the previous secondary army commander will join the ranks.

13.1.4 SG: Save Game

This allows the players to save a game in progress.

13.1.5 ET: End Turn

This will end the current player turn.

13.1.6 OC: Order Corps

The player gives orders to a specific corps (Menu B). If any non-immediate orders (see Menus B & C) are given and arrive on a turn in which previously given orders arrive, then the previously given orders are replaced by the new orders (i.e., the last issued set of orders are the ones that count). The computer asks "Orders to Whom?". When the answer (the corps to be given orders) is received, the computer transfers the player to Menu B.

13.1.7 Order Force

The first thing the computer does is find all corps eligible to be in the force and asks the player one by one if that corps is desired in the force. To be eligible, a corps must be within two hexes of its army HQ unit. The computer will then ask "What march rate do you wish (R, N, F)?". The answer will apply to the slowest corps in the force, while the march rate for each corps will be the slowest they can manage while traveling at the given speed.
Example: A force of one cavalry corps and one infantry corps (the slowest) receive orders to march at force march rate. The entire force would have 4 MP's that turn which, for the infantry corps, would be force marching, but for the cavalry corps this is normal marching. Thus, part of the force may force march while another part normal marches, but they will all move with the same speed (Note: This ability to specify the march rate can be helpful in preventing a unit in the lead of a column from blocking the column by resting. The march mode forced upon the corps only lasts one turn). The computer now transfers the player to Menu C. As with OC, the last set of orders issued are the ones that are executed (Note: The defined force and march speed last only one turn, though any orders given last as long as they normally would).

13.1.8 LD: Look at Dispatches

The turn's dispatches will be shown to the player.

13.2 Menu B: Orders to Corps

Orders from Menu B are given in response to the question "ORDERS?" The following is a list of possible answers to the question.

13.2.1 SU: Set Urgency

This is a combat immediate command in which the player

You never thought your computer could be this exciting!

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